

(12) **United States Patent**
Stanley

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(54) **SYSTEM FOR ELEVATED SPEED
FIREARMS TRAINING SCENARIOS**

(56) **References Cited**

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(*) Notice: Subject to any disclaimer, the term of this
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This patent is subject to a terminal dis-
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(Continued)

(57) **ABSTRACT**

A system and method advance human performance in sight-
ing, tracking, recognizing, and reacting to (collectively
“engaging”) moving and stationary objects, for example,
advancing skill in engaging targets with a firearm. System
components include software and hardware that provide
target and non-target image stimuli that can be manually or
automatically generated as stationary or moving stimuli on
a grid pattern. The system includes a database including a
plurality of training scenarios, each training scenario includ-
ing a sequence of stimuli, the sequence of stimuli including
targets for the trainee to engage; a display for the presenta-
tion of the sequence of stimuli; and a data processor gener-
ating the presentation of the sequence of stimuli on the
display, providing an operator interface, and providing per-
formance reporting. The sequence of stimuli can include a
range of difficulty of engagement, for example, an increas-
ing period, a plateau period, and a final period.

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